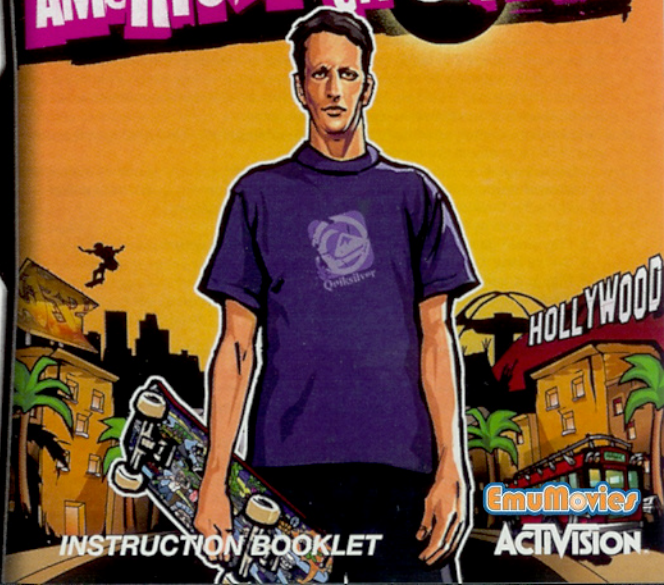


NINTENDO DS™

nintendo
Wi-Fi
connection

TONY HAWK'S AMERICAN SK8 LAND



INSTRUCTION BOOKLET

EmuMovies

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



Descriptors
Mild Lyrics

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THIS GAME CARD WILL WORK ONLY WITH
THE NINTENDO DS™ VIDEO GAME SYSTEM.

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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

- Turn the POWER switch OFF.
- Insert the *Tony Hawk's American SK8Land™* Game Card into the Nintendo DS™ slot as described in your Nintendo DS™ Instruction Manual.
- Turn the POWER switch ON.

To select menu options, use **↑** and **↓** on the +Control Pad to navigate. Highlight the desired option and press the **A** Button to accept and the **B** Button to go back.

Note: The Tony Hawk's American SK8Land™ Game Card is for Nintendo DS™ only.

Nintendo DS™ Controls

All of the following instructions refer to the default control scheme. To change default settings, see page 17.



CONTROLS

Basic Controls

Crouching

To crouch, press and hold the **B** Button. Crouching while skating around makes the skater go faster.

Ollie (or Jump)

To ollie (or jump), press and release the **B** Button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp). Hold the **B** Button longer for higher ollies.

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **A** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different grab trick. The longer you hold the **A** Button down during a grab trick, the longer you'll "tweak" that grab trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the **Y** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different flip trick.

Grind Tricks

To perform a grind trick, you must be near a rail or grindable surface.

First ollie (press and release the **B** Button), and then press the **X** Button in combination with a direction on the +Control Pad when near the rail/grindable surface to perform a grind trick.

Lip Tricks

To perform a lip trick, skate straight up a ramp or quarterpipe and at the lip (or top edge) of the ramp, press the **X** Button with a direction on the +Control Pad. Press **←** and **→** on the +Control Pad to balance.

Manualls

To perform a manual, quickly press **↑** then **↓** on the +Control Pad. You can also nose manual by quickly pressing **↓** then **↑** on the +Control Pad. Press **↑** and **↓** on the +Control Pad during a manual to balance.

Reverts

To revert when landing back onto a ramp, press the **R** or **X** Button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap **↑** on the +Control Pad just before tapping or releasing the **B** Button.

Boneless

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap **↑↑** on the +Control Pad and release the **B** Button. These tricks allow you to jump farther and higher than a regular ollie.

Advanced Controls

Focus mode

When your Special Meter is filled, press the button on the bottom left-hand corner of the Touch Screen to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your Special Meter up and your combo going to stay in Focus mode.

Nollie

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first press the **L** Button to get into position, then press the **B** Button. You can also toggle between regular and nollie positions by pressing the **L** Button while in a manual.

Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** Button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

To perform a wallride, approach a wall at an angle and ollie into the wall while holding the **X** Button. While in a wallride, press the **B** Button to wallie or press **↑** on the +Control Pad and the **B** Button to wallieplant for some extra height.

Wallplant/Sticker Slap

Jump straight into a wall and press the **B** Button to plant your foot on the wall and kick off in the opposite direction.

Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R** Button when launching off one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press **↑** on the +Control Pad when directly behind a vehicle. Press **←** and **→** on the +Control Pad during a skitch to balance the skater.

Flatland Tricks

All flatland tricks stem from the manual **↑** or **↓**. Once in a manual, tapping twice on the **A** Button, **X** Button, **Y** Button or any combination of those buttons produces a variety of flatland tricks. You must balance during the string of flatland combos using **↑** and **↓** on the +Control Pad.

Double-Tap Flips and Grabs

Press any direction on the +Control Pad and double-tap the Flip or Grab Button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than the base tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the **A** Button, **X** Button, **Y** Button or any combination to change your trick.

Flips/Rolls

When performing a Flip or Grab trick, you can customize your move in mid-air by using the +Control Pad. While holding the **A** or **Y** Button in the air, double-tap **↓** on the +Control Pad to

do a backflip, double-tap **↑** on the +Control Pad to do a front flip and double-tap **←** or **→** on the +Control Pad to do a frontside or backside roll (depending on which way your body is facing).

Quick 180°s

To quickly turn 180° while in the air, double-tap **←** or **→** on the +Control Pad.

Acid Drops

Press the **R** Button while jumping over a quarterpipe ramp to acid drop into the ramp.

Bert Slide

To perform a Bert Slide, press the **L** Button and **←** or **→** on the +Control Pad. Use this trick to link combos together, in and out of manuals!

Natas Spins

To perform a Natas Spin, jump into a pole or fire hydrant, and land on it while pressing the **X** Button.

SPECIAL METER & SPECIAL TRICKS

In the top left-hand corner of the screen below your score, you'll see the Special Meter. Bust tricks without bailing to bump up your Special Meter. Once your Special Meter is full, it'll flash, letting you know you can pull off special tricks that you normally cannot. Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button, or simply touch one of the Special Trick slots on the Touch Screen that appear when your Special Meter is full.

FREAK OUT!

When you bail, three pulsing meters come up on the Touch Screen. Try to stop the meters by tapping each one when it reaches its highest point. If you can stop all three meters at a high enough point, your frustrations will be released in a Freak Out!. If you throw a Freak Out!, you'll be able to recover some of your lost combo score. You can also play this mini-game without bailing by pressing **↓** on the +Control Pad until your skater comes to a complete stop, then pressing the **L** Button. When you play Freak Out! this way, instead of recovering lost combo points, your skater will receive an adrenalized burst of speed to start your next combo with. Watch out!

GAME MODES

Story Mode

In this mode, you are presented with story-specific missions. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. Characters who are ready to give you a mission have a green arrow floating over their heads, indicating you can talk to them and receive your next mission. To start a mission, skate up next to the character and press the **A** Button.

Classic Mode

Classic mode is the traditional way players learned to play the *Tony Hawk's Pro Skater* games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more!

Free Skate

Choose an area and try to do your best skating without a timer. You can practice runs, learn the level or try anything. The Hollywood area is open for skating from the beginning. To earn access to and choose alternate areas, you must play through either Story mode or Classic mode.

Wireless

Tony Hawk's American SK8Land™ includes multiplayer support for up to two players. You and a friend can play head 2 head through a local wireless connection, or by connecting wirelessly to the Internet, you can battle other players across the world! (Please see page 15 for information on playing this game through the Internet using the Nintendo Wi-Fi Connection.)

MULTIPLAYER GAMES

Free Skate

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards. By default, all multiplayer games start out in Free Skate mode and return here after the game is over.

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

Similar to Trick Attack, except the match ends when the first skater reaches the target score.

Combo Mambo

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

The Price is Wrong

You have a target score and a range. The player who gets within the range of the target score first, without going over, wins. If a player does not go over the target score, they haven't lost. Their trick points now count negatively toward their total, so they can make their way back down to the target score.

SKATESHOP

Change Deck

Sick of your current deck? This menu allows you to select a new deck from one of your two personal decks (see Board Editor below for more details) or from the large library of pro skater decks.

Board Editor

Want to ride on your own personalized skateboard? Make your own board deck graphic by customizing a library of images or inventing your own new ones with your Nintendo DS™ stylus.

Graffiti Editor

Just like the Board Editor, the Graffiti Editor allows you to create and store two versions of your own stylized graffiti to be used for tagging and sticker slapping.

Edit Specials

Want the best set of special tricks? This menu allows you to change the specials to be used in-game. Additional slots can be unlocked through Story mode for the ultimate trick arsenal.

Custom Sounds

Want your voice in the game? Use this menu to record your own sound clips. Customized audio clips can be played during certain “good news” and “bad news” events. You can record two soundclips, one for each type of event.

Touch Specials

Want easy access to the best tricks? Touch Specials trigger special tricks by touching one of the icons on the right side of the bottom screen. There are three types of touch icons: grind tricks, air tricks and manual tricks. Play through Story mode to unlock more Touch Special icons.

Change Outfit

Getting sick of your skater's current style? Head here to modify your skater's look with new clothes, head gear and facial features.

View Replays

The game stores the replay of your highest scores for each level along with your favorite replay. Any time you want to check these out, just stop in here. While viewing a replay, you can modify the replay cam using different directions on the +Control Pad.

View Stats

As you practice tricks and build up your combos, your stats will improve. You'll see messages on the left side of the screen when something you do in-game increases a stat type. As your stats

get higher, you'll be able to get more air and balance longer in grinds and manuals. Select View Stats for instructions on how to increase specific stats.

Scoreboard

Check out this menu to see all your personal highest scores, best combos and other cool stats for each level.

View Cutscenes

Throughout Story mode, you are presented with cool cutscenes to fill you in on what's going on. If you ever miss something or just want to check them out again, jump over here to watch the scenes you've unlocked.

LOCAL HEAD 2 HEAD

What You'll Need

- Two Nintendo DS™ systems (one for each player).
- One *Tony Hawk's American SK8Land™* Game Card per Nintendo DS™ system.

Connecting the Systems

From the Main Menu choose **Wireless**, then choose **Local Head 2 Head**. Both players will select their skaters. One player must select **Host Game** and the other player must select **Join Game**. Upon selecting Host, the first player will be brought directly into Hollywood. The joining player can then select and join the host's game.

Choosing a Game Mode

In Head 2 Head play, the game initially starts in Freeski mode. Either player can pause at any time and select a new mode and level. Once this has been done, a message is sent to the other player with the new game setup. The other player can then either accept or decline this new setup.

NINTENDO WI-FI CONNECTION

What You'll Need

To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction Booklet included with this game for directions on setting up your Nintendo DS. To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband Internet account. If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information. You can also play Nintendo WFC-compatible games at selected Internet hot spots without additional setup. For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available Internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Connecting to the Internet

- From the Main Menu choose **Wireless**, then choose **Nintendo Wi-Fi Connection**.
- If your DS is already set up for your current wireless access point, select **Connect to Nintendo WFC** and start playing!
- If your DS has not been set up for the current wireless connection, select **Nintendo WFC Setup**.
- Select **Nintendo Wi-Fi Connection Settings**.
- Select an open connection from either 1, 2 or 3.
- Now select **Search for an Access Point**.
- Select your access point from the list.
- If your access point is not protected you're all set. Otherwise, you'll be prompted for the access point's WEP key to open it up for use.
- After entering the WEP key, back out of **Nintendo Wi-Fi Connection Settings** to get back to the game and hop online!
- For questions about online game features relating to this game, visit www.american-sk8land.com or call 310-255-2050.

Privacy & Terms

To protect your privacy, do not give out personal information such as last name, phone number, birthdate, age, e-mail or home address when communicating with others.

The Terms of Use Agreement, which governs Nintendo Wi-Fi Connection gameplay, is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

GAME OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, customize your playlist or manage your cheats.

SAVING THE GAME

Story—The game autosaves any time you leave a level, when you go to the warehouse or when you quit out of the Story mode. There is also an in-game save option in the Pause menu.

Note: If you turn off the Nintendo DS™ while in Story mode, your progress will not be saved.

Classic—The game autosaves after you've completed a run in Classic mode.

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**VV would like to acknowledge
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Published by

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California Uber Alles

Performed by Dead Kennedys
Written by Biafra, Greenway and Dead Kennedys, From Give Me Convenience or Give Me Death, Courtesy of Decay Music

Champ

Performed by Breakestra
Produced by That Kid Named Miles for Om Grown Productions, Recorded at The Tilt, Topanga Canyon, CA. Executive Produced by Peanut Butter Wolf, Written by Harry Palmer, © 2000 Stones Throw Records, Licensed courtesy of Stones Throw Records, Published by Embassy Music Corp. (BMI)

Duke Kerb Crawler

Performed by Pest

Taken from the album "Necessary Measures" (ZEN 74/CD74), Courtesy of Ninja Tune, Published by Just Isn't Music, © Ninja Tune

Holiday

Performed by Green Day
Produced under license from Reprise Records by exclusive arrangement with Warner Strategic Marketing, Published by Green Daze Music © WB Music Corp, administered by Warner/Chappell Music Inc.

I like Dirt

Performed by The Thunderlords.
Written by Alan Flores.

Los Angeles

Performed by Frank Black
Taken from the album Frank Black GAD 3004CD, Written by Frank Black, Courtesy of The Beggars Group, Published by Ken Goes, Spine Songs BMI 1992, ISRC No: GB-AFL-93-00016, © 1993 4AD Limited

Organism

Composed and performed by Tommy Guerrero.
From the Tommy Guerrero album "Soul Food Taqueria." Courtesy of Mo' Wax records through Beggars Film and TV Music. Published by FO Traques ANA Monkey Music (BMI), ISRC No. GB-CPY-01-00106, © 2003 Mo Wax Labels Ltd

Question the Answer

Performed by Strike Anywhere.
From the album "To Live In Discontent." Written by Strike Anywhere (Five Kings/SESAC). Courtesy of Jade Tree. Published by Jade Tree.

Rawhide

Performed by Nassim.

Rise Above

Performed by Black Flag. Courtesy of SST Records. Written by Greg Ginn.
© 1981 Cestone Music (BMI)

Search and Destroy

Performed by Emanuel.
Written by Iggy Pop and James Williamson. Produced, Engineered and Mixed by Kevin Ratterman. Recorded at The Funeral Home — Louisville, KY. © 1973 James Osterberg Music/Strait James Music (BMI)/Administered by Bug and EMI Music Publishing.

Sonic Reducer

Performed by Saves The Day. Written By Stiv Bators, Johnny Blitz, Cheetah Chrome, Jeff Magnum, David Thomas, Jimmy Zero. Produced by Eric Stenman and Saves The Day. Engineered and Mixed by Eric Stenman. Recorded at a practice room in Chico, CA. ©1978. CBGBs Music Corp. c/o Larry Spier, Inc. (ASCAP), New York, NY and Blue Disque Music c/o Warner-Chappell Music (ASCAP), Los Angeles, CA. All Rights Reserved.

Who Do You Want to Be

Performed by Dingo Boingo. Written by Danny Elfman. Courtesy of Geffen Records under license from Universal Music Enterprises. Published by Little Maestro Music, B.M.I. © 1983 Geffen Records

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons, the response time may take a little longer.

Note: Internet support is handled in English only.

Phone: (310) 255-2050

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